



THOMAS WILLIAM WOODFIN

Senior iOS Developer

Contact



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thomasiosprogrammer.com



Thomas.woodfin



thomaswoodfin



github.com/ThomasWDev

Education

New York University

2013

NYU Graduate Certificates iOS App Development, Web Development, Digital Marketing

Columbia University in the City of New York, New York, NY,

2012

Graduate Certificate in Business

University of California, Berkeley, Berkeley, CA,

2008

Bachelor of Arts

Summary

Knowledgeable and solution-focused software development leader able to manage projects efficiently while achieving business objectives by employing effective communication and organizational skills. Produce quality work by skillfully applying technical capabilities while progressing through the software development life cycle. Continuously build upon knowledge base and skills set by proactively seeking education opportunities and staying informed of technology advancements.

Project Management | Application Design | Troubleshooting | Debugging | Analysis | Customer/Client Service | Attention to Detail | Multitasking | Verbal and Written Communication

Skills

Languages

SwiftUI, Objective-C, Parse, Laravel and GraphQL API Integration, Swift5.0

Web Services

REST, SOAP, (JSON/XML), Location-based implementations

Architecture Patterns

MVVM, MVP, MVC, VIPER

Version Control

SVN, GIT, SourceTree, Command Line / Terminal, GitHub, Code Commit, Gitlab, Bitbucket

Databases

SQLServer, SQLite, MySQL, Mongo DB

IDEs

XCode, XCode 11 & 12, Visual Studio

Frameworks

CocoaPods, CocoaTouch (SwiftlyDB, SwiftFlow, SwiftlyJSON, ImagePicker, RxCocoa, etc.), AFNetworking, SDWebImage, Alamofire, MBProgressHUD, Masonry, SVProgressHUD, MJRefresh, CocoaLumberjack, Realm, Barcode scanning/OCR using AVFoundation, ARKit, CloudKit, MapKit, LocationKit Reachability, Core ML, AWS AppSync, Native Animations, Core Bluetooth, SDK-FB and Instagram.

Methodologies

PSP, SCRUM/AGILE, TDD

Projects

- 2021 ● QWQER FOOD
- 2021 ● PatientAccess
- 2020 ● Aiuto
- 2020 ● Pixel Lime Comic Book Augmented Reality
- 2020 ● Beach Eatz, A Food Delivey App
- 2019 ● EMMA Tech Election Maintenance and Management Application
- 2019 ● Raptor Security Software Agent
- 2013 ● Gooroo for Tutors

Military Experience

United States Navy, Little Creek, VA, 2001
Interior Communications Engineering
Console Technician

Certificates

NYU IOS App Development

NYU Graduate Certificates iOS App Development,
Web Development, Digital Marketing

Contract Roles

Getalloyed.com

02/2020 – 04/2020
New York

CIANDT.COM

12/2019 - 02/2020
Oakland,CA

References

Shawn Sizer,

CEO 0321technologies
shawn@0321technologies.com,
+1 (410) 829- 9502

Dr. James Woodford,

CEO Forensic Resources
+1 (423) 432-2606

Professional Experience

06/2020
to
Present
New
York

QWQER Services, LLC,

Team Lead iOS App Developer

- Oversee a team of engineers throughout the entire software development life cycle to create e-commerce iOS applications utilizing expertise in design patterns and object-oriented methodologies, as well as Swift5.0, SwiftUI, Objective-C, Cocoa, and current iOS 14 features;
- Proven experience developing iOS mobile apps that work hardware accessories and sensors (Bluetooth, Bluetooth Smart etc.)
- Experience with Wearable's such as Apple Watch, fitBit.
- Optimize mobile applications by performing quality assurance, testing, troubleshooting, and debugging for new and existing iOS features.
- Experience integrating and developing Applepay and messaging services.
- Configured Deeplinks, which is used to navigate into different parts of the applications.
- Experience with SQLite, Core Data and CallKit to build a call blocker application that stored 5 million numbers locally.
- Experience with ARKit to show an augmented reality scene.
- Experience with MLKit to take a photo and query Firestore database to match and trigger an event action.
- Employ leadership skills such as delegate work based on strengths and skill sets, provide team support and technical assistance, and communicate feedback in order to manage expectations and ensure timelines are met.

01/2013
to
06/2020
Denver

0321 Technologies, LLC,

Team Lead iOS App Developer

- Collected and analyzed data in science and technology in order to generate innovative ideas that could provide effective and efficient solutions through mobile applications;
- Developed applications using Swift 5.0, XCode 12, Interface Builder, Instruments, Cocoa Touch, iOS 13; employed SWIFTUI to build user interface across all iOS platforms and XCode 12 to ensure codes and designs coincided seamlessly;
- Accomplished project management duties by orchestrating a team to define and design new features, and by using an Agile/SCRUM methodology to establish an incremental outline for each sprint and set objectives for daily scrums;
- Integrated outside resources, including AFNetworking and MBProgress Hud, using Cocoapods to build functionalities;
- Reconfigured application operation with local database by introducing data-driven development (DDD); Applied exceptional customer service skills in combination with honed communication skills in interactions with clients to ensure expectations were being met and to productively work through challenges.
- Experienced with live video streaming using AVKit and underneath AVFoundation..
- Worked various SDKs including 3rd party like Mux SDK.
- Worked with indoor mapping beacons like Estimote.io and kontakt.io
- Experienced creating a Software Development Kit and Cocoapod for RewardMob gaming company to give rewards to users for playing games natively in SpriteKit.

More About Me

I attended NYU graduate certificate programs and excelled with 4.0 GPA for iOS Development, Web Development and Digital Marketing in 2013.

I am currently working on the most recent iOS Xcode, Swift 5.3, SwiftUI (WidgetKit, Appclips – functionalities), iOS14 (most current OS).

I am experienced with iOS SDK, Objective C and Swift. I am able to bridge ObjC to Swift or rewrite code in Swift. I have experience with Image Recognition, ARKit (augmented reality), CoreML (machine learning), Mapkit, CallKit, and social media SDKs to connect with social media apps like Facebook and Instagram, I have connected with community group functions. I built over 100 mobile apps in my decade plus career. I have excellent written and verbal communication skills. I am able to work in team environments via Scrum and/or Agile. I am familiar working in Jira, Slack, Gitflow with Bitbucket, GitHub, Gitlab and CodeCommit {AWS}. I have worked with domestic and international teams throughout my career.

I am experienced in AV Foundation Framework (Swift) to record audio from the device. Dropbox, CloudKit and Drive API for sharing and backups. I implemented Core Data framework to store user data locally and SQLite for offline functionality and architecture. I implemented NS Operation Queue and NSURL Session (Swift) to integrate with backend web services Restful APIs. I am familiar using Storyboard, XIB and SwiftUI. I have programmatically handled UI in Objective C and Swift. I am comfortable setting Storyboard constraints for multiple device layouts. Most of the apps I worked use Pushkit for push notifications for alerts and reminders. Most apps require writing unit tests for testing specific functionality and logic.

I migrated codes using Swift and Swift 5.3. On a few apps I used Bluetooth on Bluetooth low energy (BLE) and QR codes. I used Xcode's instruments tool to fine tune the app performance and memory management. I formatted the data as per business rule to display in UI. Followed a work data flow principle for design and development. I worked closely within a cross functional team of testers and developers. In a recent project PatientAccess, I implement a function to get the heart rate via the flash on the camera.

Environment: iOS 14 and 6.0, Mac OS, Swift 5.0, Combine and RXSwift, Xcode, Cocoapods, Swift Package Manager, Cocoa Touch, Cocoa framework, Adobe Suite (Photoshop), MapKit, Core Location, and AVFoundation.

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